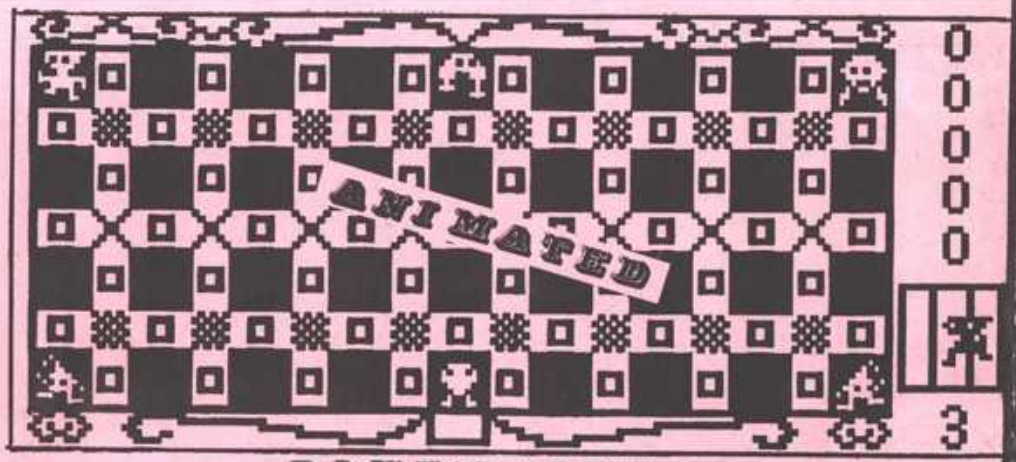


CANDY MAN

To load use :INPUT press GO and play tape completely. Candy Man begins automatically with 3 lives.

Use joy stick #1 to control the Candy Man left, right, up and down (no diagonals). Pressing the PAUSE key will allow you to take an intermission, to resume play press GO.

You must eat the "life savers" (20 calorie points each) as quickly as possible while avoiding contact with the Jokers & Gremlins. During the first half of the screen the Jokers or Gremlins will try to catch you, at this time you must be evasive. During the 2nd half of a screen the Jokers or Gremlins will take up protective positions to keep you away from the life savers. Each contact costs the Candy Man 1 life and he will nose-dive head first down off the bottom of the playfield. If 1 or more lives remain he will then rise from the bottom and take up his normal starting position at the top, then the game resumes.

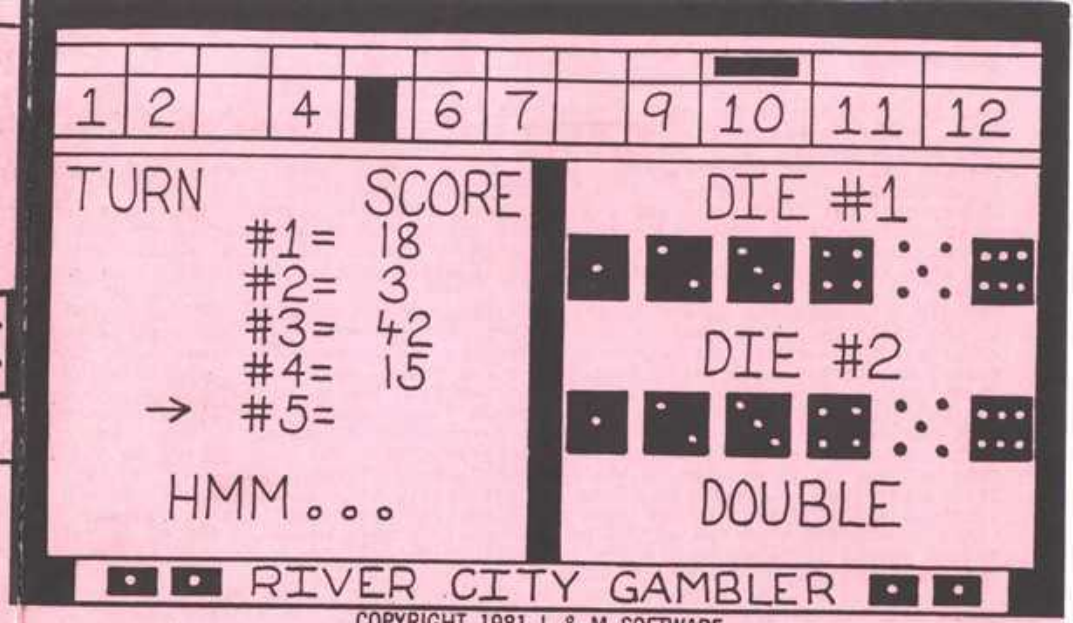
Calorie count score is up-dated each time you clear the screen or loose a life. The calorie points are displayed vertically at the upper right and the number of lives remaining is displayed at the lower right.

Each time you accumulate 2500 calorie points you become eligible for a bonus life and a chance to earn extra score. This happens as you finish clearing the screen you are on at the time, or you get killed after passing the 2500 calorie point. The screen will turn blue and the sound will intensify. This is your chance to get those pesky Jokers. Move quickly to run over as many as possible in the allotted time. Each Joker is worth 100 extra calorie points. No life savers can be eaten during the blue bonus round.

For each screen that is cleared a new one will appear and the game speed will increase. For each 2 screens you clear, the Gremlin that has been jumping up & down in the cage will be let loose to help the Jokers. This continues until a total of 6 animated characters are on the screen trying to catch you and protect the life savers. At this point additional screens will continue with added playing speed only.

Play will continue until your calorie points are greater than 31,000 or you have 0 lives left. When this occurs the screen will flash different colors and the sounds will change rapidly.

For a replay squeeze trigger #1.



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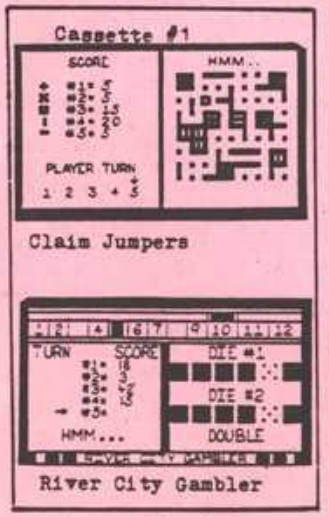
RIVER CITY GAMBLER

The dice game, "River City Gambler" with 1 to 4 players plus "Bally" for a max. of five players. Or you can even let "Bally" play by himself or leave him out all together, if you wish. When you see the first screen prompt use knob #1 to select the number of players 0 to 4. Now pull trigger #1 briefly and then choose to include the computer as a player or not. 1-YES, 0-NO. Pull the trigger once more to begin play. "River City Gambler" is great at get-togethers, where each player can put a small token in the kitty and winner take all. NOTE: If there are no objections let "Bally" play for the house. He won't let you down. The object of "River City Gambler" is to eliminate as many of the numbers at the top of the screen as you can, by eliminating combinations or single numbers equal to the combination of the two dice rolled. A new roll of the dice is made by "Bally" each time you have used the previous dice combination. Numbers at the top of the screen can only be used once during a player's turn. A player's turn ends when he can't make up a combination of nos. equal to the sum of a new roll of dice. Should you roll two dice alike the "DOUBLE" sign will come on, which means you can either take the sum of the two dice or 2 times the sum.(1+1=2 or 4, 2+2=4 or 8, 6+6=12 or 24, etc.). To choose, pull back on the joy stick to go for double or push forward on the joy stick to take the sum of the dice. IMPORTANT: 1. To choose numbers from the top of the screen move your joy stick left or right until the cursor is above the number wanted and then squeeze the trigger. 2. When you think you can no longer go pull back on the joy stick FIRST, hold it there and squeeze the trigger. Any illegal moves will result in "Bally" adding up all unused numbers, giving you that score and terminating your turn. 3. Score and players' turn is always displayed on the left side of the screen. 4. If "Bally" plays he will always go last. 5. For a replay pull trigger #1. 6. Low man wins.

Limited One Year Warranty :L&M Software will replace this product free within one year of purchase if defective in material or manufacture, provided it is delivered or sent POSTPAID with proof of purchase to L&M Software. This warranty shall be void if the cassette (1) has been misused, (2) hasbeen damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than L&M Software.. No other warranty is expressed or implied.

LOADING TIPS:

Your Bally Arcade is the most versatile home video entertainment machine available, thanks to Bally Mfg., who pioneered the use of electronics in coin operated Arcade units.
The New Bally Basic Cartridge is equipped with a mini phone jack on the lower right corner, it's labelled AUDIO CASSETTE JACK (IN/OUT).
First, and most important, use a good quality cassette player! Experience has shown that you will probably need to find the proper volume setting by trial. If your recorder has a tone control turn it to treble (hi pitch) while loading from tape to basic. We recommend the GE model 3-5151. This unit is excellent.
TO LOAD: Connect the tape player output (ext. spkr., monitor, ear phone, etc) to the audio interface jack on the Basic cartridge. Make sure the tape is rewound to the start of the cassette. Place the keypad overlay (comes with the Basic) on the key pad, the buttons are color coded. Some have complete words in Yellow. Push the blue button (bottom row) then the button with the blue : (colon) above it. Now push the words button (lower right) and then the button with the Yellow INPUT above it. You now have>:INPUT ■ on the screen. The computer is almost ready to receive a program. Press the Play button on the tape player. In a few seconds the red light on the lower left corner of the Basic cartridge will come on, watch it carefully, it will flicker a little. Continue watching closely and when the light becomes brighter or steadier (this is the start of the signal on the tape) quickly press GO (upper left) button on the key pad. That's it; in about 20 seconds the game will be loaded into your computer. If a >■ appears in the lower left corner the program loaded Ok, if a ?>■ appears then the program did not load correctly, try again using a different volume setting. Our games keep you entertained while loading with a picture that unfolds top to bottom. When it's complete the game is loaded and the screen will change color. Then press WORDS and RUN and GO, in that order. It sounds complicated I know. Just go ahead and get familiar with the procedure and soon you will find it is automatic and becomes 2nd nature.
Our games will start automatically after loading is complete. The indication in the lower left corner will be seen only for an instant, so watch closely.
L & M has many more fine games. Ask your dealer to order for you.



Claim Jumpers

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Target

River City Gambler

Air Raid

Mind Bender

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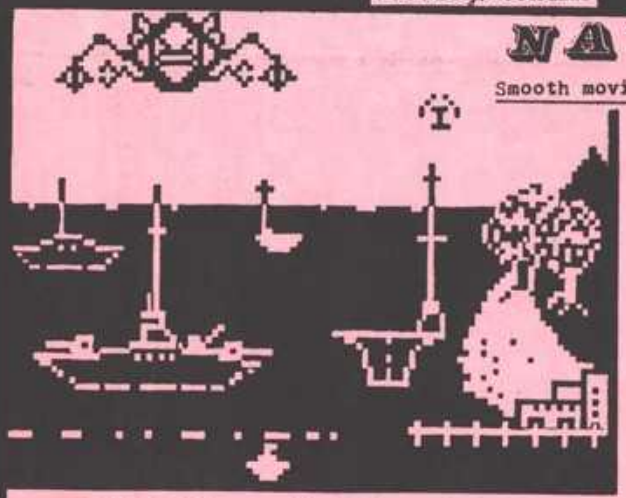
For Bally/Astrocade

NAUTILUS

Smooth moving arcade style characters

A cartridge quality game

On Tape



CASSETTE# 17

Nautilus &

3-D Tic Tac Toe

both for $15.95

New Basic Only

The 7th fleet is engaged in the top secret mission, code named Akreon, the shipping of our first star drive engine to it's final destination. Presently the 7th fleet is moored just off the coast of Scorpion, a small island in route.

You are the commander of the atomic powered attack sub, Nautilus. Your mission is to protect the fleet during it's stay in the harbor. The watch is proceeding smoothly, when suddenly you are startled to attention by a general alarm. You hurry to your battle station where the radio officer gives you the report of a UFO coming in fast.

You watch the radar screen in puzzlement. The object grows in size as it nears. It's shape resembles a bird, no..NO it's more like a bat of tremendous size! Then as it begins to move menacingly back and forth above the fleet you suddenly realize with a sinking feeling, your worst fear, there is no doubt, it's Exitor. The devilish alien battle star commander is bent on destroying the star drive engine to stop mankind from exploring the galaxy and reaching the stars beyond.

Thank goodness the Nautilus is equipped with the latest, most powerful, particle beam weapon devised by man. Your beam accellerator shoots out highly charged sub atomic particles in a narrow accurate beam. You order the beam generator up to full power and prepare for action.

Exitor carefully piloted the huge bat-like battle star into a sweeping pattern well above the 7th fleet and released one of his well armed battle drones. This should be enough to sink the fleet and destroy the star drive engine.

The drone pod descended to an altitude in range of the ships. The pod popped open and the drone made an attack run hitting one of the ships. Exitor smiled in vengeful satisfaction. All was going well, but now before his very eyes, the sea seems to swell and light up as your particle beam breaks through and rises swiftly to it's target. In a wink of an eye the battle drone is gone! Exitor immediately releases another drone and quickly arms the battle star's photon lasers.

The battle lines are now only too clear. You must destroy the drones before they sink the fleet and evade Exitor's lasers at the same time. An awesome feat and it won't be easy. Are you up to it? To win you will need to mount a historic assault on the alien.

Normally, a picture this detailed in 3-dimension would require more memory than is available in the Astrocade program section. We have utilized a special arcade feature called mass screen memory. There is almost 4K of memory available in this way. The game operation is contained in the 1.8K program memory section, while the machine graphic utilize specially encoded memory sections. By using all three in a unique way this game, with expanded graphics and smooth flowing motion, is possible. It is equivalent to about 6K of memory.

& 3-D TIC TAC TOE - Another of L & M's 3 dimensional display games with three levels of game play. Players can win in any of the 3 dimensions. The computer will check all moves for validity, indicate the winner and light up the winning 3 squares. Beautifully presented in 4 colors.

SOFTWARE 8599 Framewood Dr. Newburgh, IN 47630

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Cartridge Quality Games on Tape Cassette

Machine Language Code : This complex procedure allowes the Astrocade to display the non-blinking player movement so enjoyable in the factory games.